# IEEDO

Supporting Refugee Communities with Digital Self-Learning

# Increasing and Enhancing Effective Digital Opportunities for refugees and migrants

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**Learn more on our** Project website

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The IEEDO project aims to equip refugees and migrants with the skills and knowledge for digital self-learning, building their resilience through innovative customised e-learning resources. Through the production of a game-based learning resource our users will be empowered to learn autonomously. The focus is on the qualitative experience of overcoming hurdles through learning how to learn, but in quantitative terms. Whilst individual learners work at very different paces, the learning pathways and content will be designed to offer stratified levels that facilitate different sessions of 'playability' to provide hours of autonomous learning.



The game will be accompanied by a Moodle platform designed for tutors, trainers, coaches, and mentors who support refugees and migrants in both formal and non-formal settings. As such the target audience for this project is both refugees and vulnerable migrants and also those who work to support them on either a voluntary or paid basis.

## Introducing our project partners:

The IEEDO partnership brings together five organizations with strong and diverse experience working with refugee

communities. This includes education and integration services in European and transnational settings, pedagogical design expertise, digital content development capabilities and diverse geographical and contextual perspectives.

**ACH (UK)**, the project lead, is a social enterprise dealing directly with the resettlement of refugees and migrants. An award-winning social enterprise, ACH focuses on building individuals' resilience in the labour market, upskilling and supporting refugees into sustainable, higher-level employment to develop their independence and ease their integration into UK life. Over the last 4 years ACH had developed its EU experience and networks, primarily in the context of Erasmus+ Strategic Partnerships.

**Videojuegos Sin Fronteras (ES)** offers its expert perspective to the development and distribution of video games. Its international community of more than 250 experts and supporters from 30 countries designs interactive digital content for social impact. It has won several awards and covers not only all video and digital game-based development roles in the project (game design, programming, art, audio design, localization) but also provides experience in other fields (psychology, pedagogy, marketing).

**Metropolisnet (D)** is a European network of organizations headquartered in Berlin, with members across the region. Locally, 28% of the Berlin population has a migration background, and Germany continues to receive the highest number of asylum applications in the EU. Its highly successful 'Fast Track Action Boost' project (EASI) focused on

empowering female refugees in urban settings and involved the Senate of Berlin and other European partners. Formally constituted as an EEIG since 2009, Metropolisnet promotes interaction and solution-building between practitioners and policymakers.

**Dimitra (GR)** is a national education provider with 30 years of experience, working in 5 centres across Greece. It is extensively involved in large-scale support for refugees through crisis-driven government programmes, responding to the large numbers of refugees that arrived in 2015 and 2016, and who continue to arrive today. It has vast experience with e-learning platforms and implementing blended learning programmes for a range of learners in Greek and international contexts.

**Rinova (UK)** is an ESFA accredited learning provider delivering large-scale ESFA and municipal provision targeted at disadvantaged groups. It implemented the empowerment approach-based 5-year Talent Match programme and has extensive experience of community learning and training with migrants. In the current project, Rinova will partner on the design and development of innovative pedagogy and learning development approaches.

**Folkuniversitet (SE)** - as the national 'open college' for Sweden, Folkuniversitet has been a coordinator of and partner in a wide range of projects concerned with the social and economic integration of refugees. Its IGMA inter-stakeholder model has been highly influential, adopted across diverse agencies in Sweden, a country widely recognised for its

effective practice with refugee communities. It is also a market-leader in applying practical EQAVET-driven solutions for learning provider.

## The Coaching Curriculum and Assessment tool

The Coaching Curriculum Programme: Supporting Digital Self-Learning developed under the frame of the IEEDO project aims to identify and structure the learning and development needs of coaches and tutors who support individual refugee learners and human migrants in adult and community learning settings. It considers broader 'ecological' approaches that account for diverse technological, sociocultural, political and financial aspects of education contexts involving refugees. The Coaching Curriculum Programme sets out in a modular structure the suite of learning objectives, knowledge, skills and competences specified in detail, with narratives and indications of performance criteria.

It is accompanied by a Training Needs Analysis Assessment Tool and a Learning Action Plan, in order the trainees to identify the areas they need to focus.

**The Coaching Curriculum Programme consists of an Introduction and the following six Modules:**

1. Diversity coaching in a Digitally self-skilling environment

2. Performance Management of coaching

3. National culture, cultural awareness and cross-cultural communication

4. Organisational skills

5. Digital game-based learning

6. Learning to learn skills

## Next Milestones

After developing a pedagogical framework for digital self-learning, the project will design and produce the Coaching Curriculum Programme. This curriculum for supporting digital

self-learning will include content development for the tutors and coaches that support the target community of learners – many of whom are earlier generation refugees themselves. We will then focus on building the IEEDO Digital Kit for building resilience in self-learning, a unique interactive e-learning resource for refugees. The kit will utilise videogame-based approaches to develop their digital self-learning skills for resilience and progression, whether learning in autonomous or blended learning concepts.

Later on, a digital resource pack for coaches will be developed to help ensure that coaches and tutors in adult and community learning contexts are equipped with the skills and knowledge to accompany and support refugees as they develop their digital self-learning skills.

**To follow this exciting journey, be sure to follow the project development on our website!**